[The Few] Game about Battle of Britain

Ecthelion

December 2013 in Directed Promotion

The Few

"I have nothing to offer but blood, toil, tears, and sweat." (Winston Churchill, 13 May 1940)

It is the year 1940. Hitler\u2019s Nazi hordes have overrun Europe, torn Czechoslovakia asunder, split Poland with the Bolsheviks and, with the speed of a lightning, crushed France along with the British expeditionary force. After having evacuated Dunkirk, the Great Britain now stands alone in its fight against the monstrous regime. On the shores of northern France, Germans are already amassing vast armies and starting preparations for a sea invasion of England.

The pilots of the Royal Air Force fight valiantly to defend English cities and to achieve the air superiority. They face the yet to be defeated might of the Nazi war machine. If they fail, the proud Albion will crumble. The famous Battle of Britain begins. Only a few of the pilots will survive to see its end, for the losses in the ranks of young pilots are astounding.

We would like to offer you a revised version of a game originally submitted to \u201cCzech RPG Kitchen 2012 design contest " to download and try (for free of course). It is a game where players assume the roles of an RAF pilots and have to fight against Nazi superiority in the deadly dogfights in the skies. After missions, they have to live a normal life on the ground for a few hours. They go to the movies, get a few beers and have a chat with friends in a pub, occasionally make love, or just sit at home by the window, look at the sky and talk to the stars. Every morning after they have to fly off into unreal, savage world of

terror in the clouds above and they know that they might not come back alive...

The \u201cCzech RPG Kitchen 2012 design contest " is a Czech mutation of the "GameChef design contest " which already took place for six years in Czech Republic and Slovakia. The Few was there awarded with the third place and an acknowledgment for the best-written rulebook.

Feel free to comment! We would like to hear what you think about it!

- You can download **The Few Rules**.

- We also prepared some character sheets and interceptor plane sheets for your gaming.

- Add-on Amongst the Many.

- Add-on African Skies and Polish version Cyrk Skalskiego.

Graham

December 2013

Oh, that's exciting. That's another game I'd like to play.

There are some beautiful touches in there: the farewell letters, the photographs.

Jason_Morningstar

December 2013

I am checking this out.

StuMc

December 2013

Yes! Me too.

Ecthelion

December 2013

Graham: *The farewell letters* and *photographs* were two first pieces around which we started to build a game. We really love the book "The Big Show" (Le Grand Cirque) from Pierre Clostermann (finest aviation book about World War 2) and wanted to create a game with same war feeling and experience - pilots are no superheroes, but few brave and tired man fighting against all odds and living their lives in midst of cruel war.

All: Really thanks for your interest, guys. If you can find time for skim reading/reading, comments are most welcomed.

StuMc

December 2013

This is Brilliant Ecthelion!

I'm super-keen to play!

If I find typos and grammar issues, shall I post them here. (The translation is great, but there are a few incorrectly applied plurals and the odd passage which is grammatically weird).

Are you happy for me to broadcast that this exists?

Ecthelion

December 2013

StuMc: We\xb4re *very* glad, that you like it! And if anyone would like to play it, we would be so thrilled!

We would be also glad for reporting any grammar issues and typos. It is after all translation from another language. If we can improve the game (grammar or otherwise), we will happily do it.

For spreading a word about the game we would be grateful too.

Biest

December 2013

I gave it a read and liked it. Not sure if I can convince my group to play it, but there is some cool stuff in there. The letters and photography have been mentioned.
I also like how the three dice and the progression of skillpoints means that in the beginning it is mostly luck if your pilot makes it while later skill plays a bigger role.

Some grammatical oddities are there but I will leave it to the native speakers to point those out.

brunobord

December 2013

Excellent job on this game.

I've browsed it once, and I just wanted to play this game. I really like the way you've eased the dogfight mechanism (I wouldn't thought it was possible to simulate it so easily). I quite like the little details that link the game and the daily life of the pilots (the photo and the farewell letter, for example, but also the "Base phase" which can tell a lot about the character attitude and builds the story).

To make it complete, the only thing I see right now would be to add character sheets and/or plane sheets.

By the way, is it published under an open/free license? would it be possible to translate it?

brunobord

December 2013

that's nice: a day-by-day blog about the Battle of Britain, including the weather report:
http://battleofbritainblog.com/

Ecthelion

December 2013

Biest, brunobord: Thanks for your comments, guys! We appreciate it.

Biest: Thing is that beginner pilots need to rely on luck, so they take Debts and fly over their limits... and than he needs more Debts to avoid failing. And than one day even that isn\xb4t enough... and pilot just don\xb4t come back from mission. Only handful are lucky or skilled enough to survive the whole battle, let alone the whole war.

brunobord: Character sheets and plane sheets were planned, but never materialized. But we may still make it happen.

About license - truth to say, we didn\xb4t gave it much thoughts so far. But the game is free to download and we gave it here so you can try it and work with it if you want to. If you would like to translate the game, we would thrilled! We are really glad that you like it so to even consider it.

Thanks also for the link, this battleofbriatinblog.com appears really interesting.

Biest

December 2013

Yeah, that is what I meant Ecthelion and what I liked about the mechanics. It does seem to work with the historic facts too or close enough.

Coalhada

December 2013

This is tremendous - I've just read through it this morning and I want to play right away!

For a lighter tone (e.g. if you wanted to play with younger children, or if your group don't feel comfortable with the Battle of Britain setting for whatever reason), you could also play this with a more fantastic Ruritania/Porco Rosso sort of background.

Ecthelion

December 2013

Coalhada: We\xb4re very glad you like it!

As you say, it takes only a few minor changes in rules to play a pulp game like Crimson Skies (pilot survives being shot down on 2+, if landing with damaged plane roll only against 4 and in case of crash pilot dies only on result 1; planes of pilots can have more damage points and can buy ammunition for cannons... etc.). You can create your own planes with different attributes, so basically with these rules you can play whatever setting you like (WW1 Biggles-like dogfights, steampunk airship pirates, Star Wars Rogue Squadron, etc.).

brunobord

December 2013

> You can create your own planes with different attributes, so basically with these rules you can play whatever setting you like (WW1 Biggles-like dogfights, steampunk airship pirates, Star Wars Rogue Squadron, etc.).

I instantly thought about Baa-Baa-Black-Sheep

brunobord

December 2013

quick question about the dogfight rules. Let's imagine that the RAF pilots are attacking, then they're first to shoot ; I believe that the order of the actions is:

* RAF 1
* RAF 2

* RAF 3
* RAF 4
* Luftwaffe 1
* Luftwaffe 2
* Luftwaffe 3
* Luftwaffe 4

has it been tested with this kind of order:

* RAF 1
* Luftwaffe 1
* RAF 2
* Luftwaffe 2
* RAF 3
* Luftwaffe 3
* RAF 4
* Luftwaffe 4

Would it make a big difference? I'm not sure since I didn't play the game yet, so I was wondering if this turn order would be better, worse, or even.

Ecthelion

December 2013

brunobord: Order of actions is indeed so:

* RAF 1
* RAF 2
* RAF 3
* RAF 4
* Luftwaffe 1
* Luftwaffe 2
* Luftwaffe 3
* Luftwaffe 4

The second order of actions (zig-zag RAF and Luftwaffe) would mean that we have to somehow solve in which

order players on one side take actions. Now we don\xb4t have to solve it at all. Players on one side play in whatever order they want to and it makes no difference.

It is of course possible to use the second type of order. It would not alter the game significantly.

Upstart

December 2013

Nice work!

There's some things I want to nitpick about, though. Two-thirds of the RAF pilots in The Battle of Britain were officers, one third being sergeants and flight sergeants. It would make sense for new characters to start out either as pilot officers or sergeants, the sergeants never progressing beyond the rank of flight sergeant. Now The Few

makes it seem like the normal progression is from an NCO to an officer, while in reality most officers probably never held any NCO rank.

I noticed something about tailing. The rules claim "You can shoot during a fly-by but the chance to hit this way is very small. It is better to tail the opponent first to obtain a better shooting position, see below." It's not nearly always better: shooting during a fly-by is a better option if the opponent is a better pilot than you and you have a good gunnery skill. I'm talking about the rules probabilities here, not reality.

Also, I can't quite picture a situation where you'd want to gain altitude as opposed to doing something else. And there seems to be no advantage to being a wingman to other fighters, only bombers. This might be accurate, though.

StuMc

December 2013

We played our first game of "The Few" earlier this evening and had quite a bit of fun. There were only 3 of us tonight but the game seems to work just fine with only a few players. I'll talk about the characters next week when we get some time to do some off mission scenes.

For aircraft models, we used a piece of A4 paper cut into eighths (should have done 16ths) and folded into paper darts The guys made these whilst I was going over the rules and I put iron crosses on the Germans and roundels on the British planes as well as numbering the German planes to record ammo expenditure and the like.

We started in media res in the air on a Ranger mission over the channel. Not realising how truly deadly this game is I had them fight 2 109s and a 110 that were crossing the channel on a shipping raid. The guys were pounded into dust by the enemy quite quickly and only one of them managed to bail out and survive.

The options for tailing or not tailing etc worked well and really created a feeling of desperation as the decisions were made round by round as to whether to engage immediately or bide time for a better shot.

We didn't get time to do any after mission stuff and will do that next week when we start again and play a full session.

A couple of little nitpicks. The ME109 carried 55 seconds of Ammunition (this I believe included the cannon ammunition). The Spitfire carried 14 seconds. (I'm not sure about the Hurricane).

In general, the ME was the better plane than the Spit in all areas but tight turning. The ME should get a bonus to "getaway" rolls due to the advantage of fuel injection allowing a steep dive that a carburettor does not. ME's could escape by diving away. Spits had to wing-over in order to follow otherwise their engines would temporarily cut out.

The disadvantages the ME had were mainly tactical rather than to do with the machine itself. Firstly, the 109 only had enough fuel for 10 minutes over England. Most fights aren't going to last this long but counting rounds as minutes might be fun as this would force the enemy to turn tail after a point.

The other one was that Goering ordered that fighters should fly close escort for bombers rather than range and destroy as many enemy fighters as possible. This made destroying British fighters (and ironically actually protecting the bombers) extremely difficult. I'm not sure how you would emulate this other than to not allow German aircraft

to tail British aircraft where bombers are present??

The advantage that the British had were mainly tactical too. The Radar system allowed for planes to get into the air early enough to easily intercept high flying enemies. Maybe British aircraft defending British soil could start with an altitude advantage as well as the advantage of going first?

I'd also point out that German fighters flying escort couldn't really choose to engage enemy fighters unless those fighters engaged them. Often, the heaviest German losses came on the way back to base. Because the fighters had to leave the battle so early, bombers were often attacked without the benefit of fighter cover. I think in my game, there will be quite a few unescorted bombers to shoot down during patrol missions.

All in all, this is a really fun game. It feels a little like "Contenders" mechanically, which is not a bad thing. Thanks for making it @Ecthelion

Biest

December 2013

The going up through the ranks system works to give names to the levels of skill. Instead of just giving them numbers. It also feels good to have an ingame reward too.
The problem might be that it links Rank with Competency, well not necessarily in the actual field of combat but in some area at least. Ther also is the problem with historicity that Upstart mention. Maybe dividing Rank and Level can be worth it or is at least worth a thought.

Ecthelion

December 2013

Upstart: Thank you for all your comments!

> It would make sense for new characters to start out either as pilot officers or sergeants, the sergeants never progressing beyond the rank of flight sergeant. Now The Few makes it seem like the normal progression is from an NCO to an officer, while most officers probably never held any NCO rank.

That is simplification on our side - as you write, most of the officers started in officer rank (all those with university

degree were automatically promoted to officer rank for example)... but as really more than third of pilot were NCO\xb4s, we set the starting rank as Sgt. to make it easier. With testing however we found out that there is too many ranks... so in next version we will probably skip the NCO ranks or alter it somehow...

> It's not nearly always better: shooting during a fly-by is a better option if the opponent is a better pilot than you and you have a good gunnery skill. I'm talking about the rules probabilities here, not reality.

True. It is a general statement that does not apply on all situations. Bonus +5 for tailing is big enough to make sure that shooting isn\xb4t entirely dependent on luck. If you have a wingman and so another +2 bonus, probability of kill is dramatically increased.

> Also, I can't quite picture a situation where you'd want to gain altitude as opposed to doing something else.

Firing Pass and +2 bonus are surprisingly tempting enough that in every our testing game someone gains altitude. Maybe it is not optimal, but it is quiete a popular choice.

> And there seems to be no advantage to being a wingman to other fighters, only bombers. This might be accurate, though.

Well, +2 bonus and a fact, that German pilots would tail someone else but you (because it is better to shoot at someone without penalty), are not so bad. And it also means that pilots with damaged planes can effectively assist their comrades in arms (staying in combat instead of bailing out of course means that they are more likely to be shot down).

StuMc: You really played The Few? That is so awesome!

It is us who thank you... a lot actually! And that you want to play further? It is the best appreciation we can ever get.

Thank also for all your suggestions. We will think them out.

Biest: We probably would need to alter the ranks somehow in the future, so thank you also for your comment.

Upstart

December 2013

> Well, +2 bonus and a fact, that German pilots would tail someone else but you (because it is better to shoot at someone without penalty), are not so bad. And it also means that pilots with damaged planes can effectively assist their comrades in arms (staying in combat instead of bailing out of course means that they are more likely to be shot down).

In any system, sacrificing your own attempt in doing something to give someone assistance in doing that same thing is basically effective only if it at least doubles the effectiveness of the helped one. I think the system could be more fun if you could always try to shoot (the best option, along with tailing, right now) and in addition do something else, like gain altitude or serve as a wingman. Of course, balancing stuff like this is quite hard, I always get frustrated when trying to develop tactical systems.

Actually, in a roleplaying game I'd make the characters make non-tactical, value-related choices like this: younger pilots serving as wingmen would be strictly optimal for the flight, but would bring no personal glory and aerial victories for the wingmen. So there would be a tasty conflict between the group and the individual. Also, you already kind of have the turning back option, which is safer for the pilot, but it may also mean letting his flight down. Just things that popped in my head.

> That is simplification on our side - as you write, most of the officers started in officer rank (all those with university degree were automatically promoted to officer rank for example)... but as really more than third of pilot were NCO\xb4s, we set the starting rank as Sgt. to make it easier. With testing however we found out that there is too many ranks... so in next version we will probably skip the NCO ranks or alter it somehow...

I don't think anyone needs to progress beyond the rank of flight lieutenant, The Few has a feel of a flight-level game.

Aviatrix

December 2013

I'd agree with Upstart, unless you envision a kind of "clearing the hex" endgame where the PC's focus changes from flying missions to planning the missions you fly, which is more the responsibility of the Wing Commander + ranks.

Also, too, the class divisions in the British service between officer and enlisted is too juicy to ignore--the hardened flight sergeant who's been flying planes since the "kites with internal combustion engines" days vs. the toff from Oxbridge who got six weeks in flight school and now thinks he can shoot down Jerries. So, I think Officer/NCO

status should be a player choice. Is the squadron all hard-working NCOs? College kids just signed up? Some mix?

I will note in passing that the RAF had the rank of Warrant Officer for NCOs who needed to be able to command officers/other NCOs; that probably solves the issue of promoting PCs who start as NCOs.

Actually, you already have the natural division of "rank" in the game--the kill count. Making Ace was a Big Deal, and double-Ace on up was an even bigger deal. Maybe you can use that as the break points? (You already do now, with the Ace/DSC/DSO awards). Perhaps the PC with the highest kill count after each mission gets an extra XP? (Or divide it, like highest for a mission vs highest overall each getting a bennie.) And maybe then you could even let PCs start with some kills, maybe trading Debt for experience.

(You might want to also consider giving XP for whether the mission was a success, or half-kills for assists, if you want to avoid having all the PCs suddenly hot-dogging it. Or hell, just award it for number of missions flown with maybe a bonus for combat kills--the debt spiral will ensure that the more missions you fly, the closer you are to buying it :-))

I think I might also let the GM assign decorations as she saw fit, based on mission performance, with maybe "bucking for decoration/going to bat for my wingman" as a possible base scene. (Does your toff CO refuse to decorate working class blokes? Or does he disdain those Oxbridge aristos? Or, even better, does he refuse to promote/decorate people from the wrong university/college/house?)

But these are tweaks. The highest compliment I can give you, Ecthelion, is that I immediately began to think about how I could get a group together to play this game!

Ecthelion

December 2013

Upstart: Good points! We will think about them.

You are almost certainly right about the highest ranks. We have to take a serious look at them.

Aviatrix: Excellent suggestions all, thank you for them!

> But these are tweaks. The highest compliment I can give you, Ecthelion, is that I immediately began to think about how I could get a group together to play this game!

We are *really* pleased that you like it. Thank you.

StuMc

January 2014

Hi All,

Still loving this and will play again on Sunday!

I find myself wondering whether having variable altitudes for the sides might create a more interesting fight. (and altitude more of a factor).

Will let you know after I've played the game straight a few more times.

Stu.

Ecthelion

January 2014

> Still loving this and will play again on Sunday!

We love to hear that! If you could after Sunday write here quick report of your play, we would be much obliged.

Btw. - on your first mission, did player pilots shot down any of German planes? Which enemy pilots did you used (newbie/veteran/aces)?

> I find myself wondering whether having variable altitudes for the sides might create a more interesting fight. (and altitude more of a factor).

How do you mean it? That one side would start with few altitude counters and other (that was lower) have none? Or something else entirely?

StuMc

January 2014

> We love to hear that! If you could after Sunday write here quick report of your play, we would be much obliged.

Sure NP.

> Btw. - on your first mission, did player pilots shot down any of German planes? Which enemy pilots did you used (newbie/veteran/aces)?

It was two Hurricanes vs two 109s and a 110. They damaged one of the 109s and both got shot down. Only one of them survived.

> I find myself wondering whether having variable altitudes for the sides might create a more interesting fight. (and altitude more of a factor).

How do you mean it? That one side would start with few altitude counters and other (that was lower) have none? Or something else entirely?

The former. Height is a massive deal in WWII aerial combat. Scenarios could even be generated where for example the British might pounce on two enemy bombers from above on their way home but every round dice are rolled to see if they are spotted by German fighters and attacked from above themselves. At that point, do they stay and fight or run for it?

btw, I just shared this on G+.

Ecthelion

January 2014

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> British might pounce on two enemy bombers from above on their way home but every round dice are rolled to see if they are spotted by German fighters and attacked from above themselves. At that point, do they stay and fight or run for it?

That sounds good, we have to think about it. At this point we used it in a little primitive form, when after finishing bombing run on the U-Boot hiding in french harbor... AA-fire suddenly stopped and british planes ran into Messerschmitts from Abbeville. Those had altitude advantage, so they began the combat with two tokens of altitude each.

> btw, I just shared this on G+.

Thumbs up, thanks!

brunobord
January 2014

> btw, I just shared this on G+.

Link please?

StuMc
January 2014

Link to G+ post. Please feel free to share.

https://plus.google.com/u/0/106869300898899999469/posts/8dJWHggdfER

I'm afraid we didn't get to play on Sunday. We had too many for The Few...heh.

Hopefully we'll play next Sunday.

Ecthelion
January 2014

> I'm afraid we didn't get to play on Sunday. We had too many for The Few...heh.

> Hopefully we'll play next Sunday.

Tough luck, we hope it will come through next time.

We also tried to play The Few as play-by-post (as part of betatesting) and found out that it works too (only the combat missions of course):

Coalhada
January 2014

I made a hack of The Few about rookie mech pilots battling an alien armada, called "Power Blox":
https://drive.google.com/file/d/0B40H5TNFiL-NS3dFVmxmNVVLQWs/edit?usp=sharing

It's mostly just a reskin. There are two main changes:
1) Everyone has to build a model of their vehicle out of Lego.
2) Character advancement is slightly different: when a craft is damaged, or destroyed (shot down), a piece of the Lego model is removed. Other pilots can then go and grab that piece to add to their own vehicle and make it more powerful.

Ecthelion
January 2014

Coalhada: This is really *awesome*! Thank you very much for your link and your hack of The Few. We *absolutely* love it!

- The idea of building vehicles out of LEGO is brilliant.
- Did we understood it properly, that most battles take place on Earth, but mechs are also adapted to fly and so battle in the space? Or all battles are on the ground?
- The Few is quite deadly - did you maintained the death rate of pilots and so a bit uneasy atmosphere of struggle against superior odds... or have you changed it and have more pulp-ish atmosphere?

Coalhada
January 2014

> - Did we understood it properly, that most battles take place on Earth, but mechs are also adapted to fly and so battle in the space? Or all battles are on the ground?

In the imaginary game in my head, they can fight both on the ground and in space. But I tried to keep this quite vague so that each game can develop the way the player group wants it to - if you want something more like Heavy Gear or Neon Genesis Evangelion, your battles would be all on the ground; if you are more inspired by Macross or Gundam, then space is the place.

(I now realise the description of "bombers" suggests they are only spacecraft. Maybe I should rename them to "behemoths" or something.)

> - The Few is quite deadly - did you maintained the death rate of pilots and so a bit uneasy atmosphere of struggle against superior odds... or have you changed it and have more pulp-ish atmosphere?

I kept the original level of deadliness. For me, it's a selling point!
It may not be a great reflection of the source material, though.

Possible fix:
Lives
Each PC starts with 3 "lives". When their mech is destroyed, the player may ensure they survive by spendping one life instead of making a survival roll. But when your lives have run out, you must roll as normal.

Ecthelion

January 2014

> (I now realise the description of "bombers" suggests they are only spacecraft. Maybe I should rename them to "behemoths" or something.)

That sounds cool. You can divide it into "interceptor/Leviathan" class and "bomber/Behemoth" class. The first one have anti-armor weaponry against other mechs, the Behemoth class can have ultra-heavy weapons against critical targets (for example nuclear or neutron bombs against cities).

> Possible fix:
> **Lives**
> Each PC starts with 3 "lives". When their mech is destroyed, the player may ensure they survive by spendping one life instead of making a survival roll. But when your lives have run out, you must roll as normal.

You can put it there as an optional rule (pilots have two reserve clones of themselves)... or pilots can survive destroying of their mech on 2+.

Ecthelion

February 2014

We prepared some character sheets and interceptor plane sheets for your gaming. Enjoy!

Adrian P

February 2014

Ecthelion, those sheets are beautiful!

Ecthelion

February 2014

Adrian P: Thanks!

We are now about to fly a mission where player pilots have to save two ATA* female pilots, who were flying new planes to frontline airfields, but departed from course and came under attack of few Bf 109s. Little "Damsel in Distress" inspiration.

**The Air Transport Auxiliary (ATA) was a British World War II civilian organisation that ferried new, repaired and damaged military aircraft between factories, assembly plants and active service airfields. Pilots who flied for ATA often were considered to be unsuitable for reasons of age or fitness for RAF, there were pilots from neutral countries and, notably, also women pilots.*

Caoimhe

February 2014

I'd want to play the ATA pilots.

RJN

February 2014

As an aviation nut (and as a gamer generally) I must say this is fantastic! I think I'm going to pitch this to my own play-by-post group.

Also pleased to see mention of ATA pilots- makes me nostalgic for this brief TV spot about Marion Orr.

Ecthelion

February 2014

> I'd want to play the ATA pilots.

Unfortunately they were "only" delivering new aircrafts form factories to airfields and damaged ones to repair shops. So whole game about them isn\xb4t so thrilling as about combat pilots. But it is extremly interesting thing, none the less.

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>
> own play-by-post group.

We\xb4re delighted to hear that!

Crunch

February 2014

<<blockquote rel="Caoimhe">I'd want to play the ATA pilots.

http://en.wikipedia.org/wiki/Night_Witches

A hack for this group would be awesome!

Ecthelion

February 2014

Crunch: Night Witches are grateful topic. Gals with airplanes against nazi invaders... what can possibly go wrong there? In fact Jason Morningstar was/is (not sure which one now) creating whole game about them... so hack/reskin would be surely welcomed.

We are now thinking about small add-on set in North Africa. Desert, heat, Italians and sand everywhere... well, we\xb4ll see how it goes.

Crunch

February 2014

I'm wondering... is there potential for a Pacific carrier based variant that emphasises the drama of searching for enemy battle groups...

Biest

February 2014

Could well be. The downtime would emphasis the claustrophobia of living in close quarters on a ship. Instead of bicycle riding into London.

Ecthelion

February 2014

Crunch: I am sure there is. You would have to give a little thinking about the Base phase, because on the carrier there were no civilians (well, apart from few journalists), only military personnel. So perhaps you would need to start with the list of possible conflicts between characters on the carrier... but I think it surely is possible (as Biest said) and also has a potential. Heat, jungle, Japs, kamikaze and endless ocean... absolutely powerful topic.

MightyScoop

February 2014

Ecthelion,
Thank you very much for this game, it has brought a gaming group back together after many years of no RPGs. I am running the game on roll20 and at first my invited players (old friends and gaming buddies) were quite skeptical of playing 20th century Englishmen. However, after the first mission they were hooked and we have now played the past two weekends, with plans for the next!
Out group are members of the 601st Squadron "the Millionaires Mob", recruited from Whites Club. I asked that all players first characters to be members of Whites with all the social ramifications this implies, while replacements can be from any strata of English or Empire society. This should create an interesting dynamic as the upper crust nabobs have to learn to value the common man or even *gasp* foreigner.

The 601 served in the Battle of Britain mostly at Tangmere , then went to North Africa , Malta , and Italy. I intend to follow the unit though the war. I am very interested in your take on the desert, as well as the Italian aircraft. The Macchi C202 in particular.

I have created stats for the Do 17 , and Ju 87 , as they played a part in the Battle of Britain. My pilots all ready have several Stuka kills...I would be happy to share these if you like.

Again, just wanted to thank you for many hours of pleasure already , and I expect many more to come!

Ecthelion

February 2014

MightyScoop: It is us who thank you! We absolutely love your campaign and its idea - stories of 601st "the Millionaires Mob" Squadron. Great topic!

> The 601 served in the Battle of Britain mostly at Tangmere , then went to North Africa , Malta , and Italy. I intend to follow the unit though the war. I am very interested in your take on the desert, as well as the Italian aircraft. The Macchi C202 in particular.

First idea for the add-on is the siege of Tobruk - few squadrons of braves are operating on airport El Gubbi in a besieged city, which is under constant fire from German and Italian artillery and bombers. For you can be interesting the fact that three German squadrons which were part of the Battle of Britain, were moved to North Africa and participated in siege (so your pilots can meet some old enemies in the dunes of Africa).

First idea is to replace Spitfire with/add Kittyhawk (apart from Hurricane the main interceptor in North Africa before Spitfires got dust filters and were able to flight there), add new planes - Italian MC 200s and MC 202s, SM.79 bombers and German Bf 109F and Stukas. Possibility is also to include "obsolete" planes like Gloster Gladiator or Fiat CR.42, which fly fine and fight other "obsolete" planes, but face serious penalties when fighting modern

aircrafts.

> I have created stats for the Do 17 , and Ju 87 , as they played a part in the Battle of Britain. My pilots all ready have several Stuka kills...I would be happy to share these if you like.

Absolutely! If you would post them here, we would be delighted!

> Again, just wanted to thank you for many hours of pleasure already , and I expect many more to come!

That you started to play and intend to play further is the greatest praise we can get. Thank you for letting us know!

MightyScoop

February 2014

Here are the Do 17 and Ju 87

New Aircraft Stats
Dornier Do 17 (Luftwaffe)
A medium bomber that is exceptionally maneuverable at low altitude. Replaced by the Ju 88 in the fast bomber role. Primarily used in recon/special missions.
Special Rules
With no altitude markers the aircraft only has a -2 to piloting.

Junkers Ju 87 "Stuka" (Luftwaffe)
A dive bomber that excels at striking ground targets, the Stuka is the airborne artillery of the Luftwaffe. It proved to be susceptible to modern interceptors.
Special Rules
No AA bonus to straight approach ground attack.
Tail gun can shoot anyone who targets an action against the aircraft.
-2 to piloting rolls.

I have also separated promotions from character ability advancement. (If the RAF in WW2 was like any other bureaucracy / military organization then rank has little to do with skill.) And am using the following advancement rules:
-Surviving a play session rewards the character with 1 ability point.
-Every 5 kills awards an ability point.
-Damaging any aircraft counts as an assist. 2 assist equal 1 kill for ability point purposes.

Ecthelion

February 2014

MightyScoop: Superb!

- Dornier is lovely, no problems there.
- Stuka was extremly vulnerable against enemy interceptors and above England suffered heavy casualties. It was slow, with poor maneuverability and poor defenzive weaponry (only one machine gun at the back). On the other hand as dive bomber it was terribly effective.

So I think it would be plane with damage points like interceptor, not like bomber (only 2 points) and tail machine

gun (Perhaps only against those who tail a Stuka? It is not so effective as multiple machineguns of bombers?).
"No AA bonus to straight approach ground attack." - lovely! It explains the effectivity of the dive bombing.
"-2 to piloting rolls." - absolutely.

I think there will be Dornier and Stuka in North Africa add-on. Thank you very much for sharing!

- Separation of rank and advancement is also interesting. Do you have then any mechanicla use for rank? Or it is

purely story thing?

MightyScoop

February 2014

Ju 87 in my game only has two damage points. I agree with you on the tail gunner, it should only get an free action against tailing aircraft I'm going to change that for next session.
As far as rank is concerned, no mechanics are involved. As the GM I get to play Fighter Command, and promotions are entirety up to me.
Thus far, one pilot has been promoted mostly because he was the only character to survive two sessions.
I really can't see the players advancing past Squadron Leader, I want them in the air!

Ecthelion

February 2014

> Ju 87 in my game only has two damage points. I agree with you on the tail gunner, it should only get an free action against tailing aircraft I'm going to change that for next session.

So we agree than! Lovely, I will surely add this aircraft in another update of rules anr/or next add-on.

> As far as rank is concerned, no mechanics are involved. As the GM I get to play Fighter Command, and promotions are entirety up to me.
> Thus far, one pilot has been promoted mostly because he was the only character to survive two sessions.

This approach has pros and cons. Linking of ranks and kills is more "gamistic" (so players know what to expect) and no link at all is more "story driven" (and closer to reality, where there were also other factors in play apart from skill and luck). I absolutely understand your point of view, but i kinda like the rank=kills link. I must give it a thought.

> I really can't see the players advancing past Squadron Leader, I want them in the air!

Yep, we have to reform the ranks somehow (probably discontinue ranks quiete at the top and also on the bottom of list)... and propably also ammunition somehow.
How does ammunition works for you? Do you find it easy or hard to spend it all on one mission?

MightyScoop

February 2014

We use roll20 so it is quite easy to track ammunition. I have not had a Hurricane run out yet. I've run back to back combats with the players intercepting bombers , then running into escorts. As well as fighting a group of stukas, losing several to escape maneuvers then successfully tracking them down again. In both of these scenarios the Hurricanes came back with ammo. I have had Bf109s use all of their cannon ammo.

Regarding the Hurricane, I am continuously reading about how rugged it is especially compared to to the Spitfire. I have been thinking of removing the ammo bonus, and having the special ability be:

Wood and dope. Much of the Hurricanes fuselage is wood and fabric, 20mm cannons only inflict 1 point of damage.

Reading interviewes with Hurricane pilots, it seems the Bf 109s MG FF 20mm cannon shells often passed right though the fuselage. Whereas against the all metal monocoque airframe of the Spitfire the shells would explode.

I think this bonus reflects the "toughness" of The Hurricane without being game breaking like allowing the aircraft to take 3 damage points.

Now I just have to explain to my players that the aircraft is somehow more resilient to those dreaded cannons...

Ecthelion

February 2014

> In both of these scenarios the Hurricanes came back with ammo. I have had Bf109s use all of their cannon ammo.

I also find it really hard to spend all the ammunition the planes have (and in reality it was the other way around, Spitfire had ammo for only about ten seconds of shooting). That perhaps also need attending... one friend suggested that players could have the possibility to add +1 to the roll if they spend two points of ammunition instead of one... but than no one would ever shoot without it.

> Wood and dope. Much of the Hurricanes fuselage is wood and fabric, 20mm cannons only inflict 1 point of damage.

I *absolutely* love this rule! It is really clever and atmospheric. I am not sure though if it isnt\xb4t too powerful. It effectively negates the instakill 109s have... and personally I would never change my plane to Spitfire that can be instakilled. Compared to Hurricane it would be worse plane.

MightyScoop: Can I ask what missions have you played so far? I am really interested in what types of missions are used the most.

RJN

February 2014

I've been thinking about altitude: is there a maximum amount of altitude tokens you can collect? I realize that in practice it will be limited by the amount of times players will want to climb as opposed to any other action. But I can see sometimes starting aircraft at high altitude, and I wonder whether that would mean, for example, three altitude tokens or like eight.

Altitude can also be tied in with the turn limit for sweeps on p.25: if the Luftwaffe is detected over the channel, the RAF will have time to climb before encountering them and can start combat with a number of altitude tokens, but if they are detected while already over southwest England, the RAF will not get the time to gain altitude.

RJN

February 2014

> Wood and dope. Much of the Hurricanes fuselage is wood and fabric, 20mm cannons only inflict 1 point of damage.
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> I *absolutely* love this rule! It is really clever and atmospheric. I am not sure though if it isnt\xb4t too powerful. It effectively negates the instakill 109s have... and personally I would never change my plane to

> Spitfire that can be instakilled. Compared to Hurricane it would be worse plane.

I like the wood and dope rule but can see how that would make the Hurricane more attractive than a Spitfire.

The Hurricane was also known for its tendency to burn. Would it restore balance to add: *A Hurricane is susceptible to fire. When it is hit for the second time, the pilot must roll a 5 or 6 to see if he survives, instead of the usual 4, 5 or 6.*

Ecthelion

February 2014

> I've been thinking about altitude: is there a maximum amount of altitude tokens you can collect?

So far there is none. Amount of altitude tokens usually ranges between 0 and 3 (when someone has enough altitude to perform a firing pass, he usually does one).

> Altitude can also be tied in with the turn limit for sweeps on p.25: if the Luftwaffe is detected over the channel, the RAF will have time to climb before encountering them and can start combat with a number of altitude tokens, but if they are detected while already over southwest England, the RAF will not get the time to gain altitude.

Yep, we already play in this way (when it makes sense, that one side starts with altitude, they get tokens)... but it really should be written in the book. Thanks, I made mental note to do it.

> Would it restore balance to add: *A Hurricane is susceptible to fire. When it is hit for the second time, the pilot must roll a 5 or 6 to see if he survives, instead of the usual 4, 5 or 6.*

Still don\xb4t good enough I am afraid... maybe for every hit a small possibility, that plane would cought fire and would be destroyed? That would even the chances I believe... you do have an immunity form cannon-istakill, but there is a small chance, that you would be instakilled even when hit by machine gun fire.... but it also makes the game a little bit more deadlier... What do you think?

MightyScoop

February 2014

I can't find any hard data on cannon shell vs the hurricane only anecdotal evidence. I also quite like that a Messerschmitt can one shot a player. I'm thinking of making the Wood and dope rule be: When hit by cannon fire the aircraft only takes one hit if it rolls 4-6 on a D6. This sort of spilts the difference between my original idea and RJNs suggestion. It also sets the stage for more of the dramatic life or death die rolls this game is full of.

Ecthelion

February 2014

> When hit by cannon fire the aircraft only takes one hit if it rolls 4-6 on a D6.

Sold. I really like it. It adds the necessity of another roll, but it is not IMBA and it adds some more drama in it... which is superb! But it is still an advantage and I find Hurricane with this special rule superior to Spitfire... hmm... we need to add also some disadvantage to Hurricane or upgrade Spitfire a bit. Any thoughts?

MightyScoop

February 2014

I am going to drop the +1 to shooting, the .30 cals really were pea shooters. Give a +1 for the Hurricane Mk IIs 12 machine guns. This gives Hurricane squadrons something to upgrade to. The 601 didn't fly Spitfires until spring 1942...

RJN

February 2014

I don't know if upgrading the Spitfire any more makes sense. You *could* bring the Piloting bonus to +2, which I think is pretty reasonable when it's paired with a 3d6 spread, but then that's giving the Spit quite an advantage over the Me109, which was said to have been its equal in a dogfight. To balance it you could give the Me109 a better bonus for trading in altitude tokens to reflect its superior diving ability... but really here we're starting to complicate things, whereas a lot of the game's appeal is in how simple it is.

Dropping the +1 to shooting makes sense. In fact I had assumed that was already done as part of the Hurricane's "Wood and Dope" feature. Does that sufficiently balance things?

StuMc

February 2014

The trouble here is that the 109 completely outclassed the Spitfire (not to mention everything else in the air) during the battle.

Maybe a rule that emulates the short time that the 109s had over Britiain would be an interesting addition. In the first round of combat, there is almost no chance of them having to break off but as the fight goes on, the chance could go up. As soon as they have to try and escape, the British fighters would have their historical advantage manifested.

Ecthelion

February 2014

Superb ideas, guys! Thank you very much... we need to think about it a bit... but I think, that we have to balance Hurricane and not to upgrade or downgrade other planes, so we don\xb4t break the balance.

> Maybe a rule that emulates the short time that the 109s had over Britiain would be an interesting addition. In the first round of combat, there is almost no chance of them having to break off but as the fight goes on, the chance could go up. As soon as they have to try and escape, the British fighters would have their historical advantage manifested.

Good idea. Time the Bf 109s had over England was *very* limited, it might be interesting to reflect it by rules also... thanks!

Ecthelion

March 2014

We are finalizing list of aircrafts for our North Africa add-on (if you see something that is not supposed to be there or what you really miss there, please do write us):

Regia Aeronautica:
- Fiat CR 42 Falcon biplane
- Macchi-Castoldi MC.200 Saetta
- Macchi-Castoldi MC.202 Folgore
- Savoia-Marchetti SM 79 Sparviero bomber

Luftwaffe:
- Messerschmitt Bf 109E
- Messerschmitt Bf 109F
- Messerschmitt Bf 110
- Junkers Ju 87 Stuka dive-bomber

RAF:
- Gloster Gladiator biplane
- Hawker Hurricane Mk.I
- Curtiss P-40 Warhawk (Tomahawk/Kittyhawk)
- Bristol Blenheim twin-engine bomber
- North American B-25 Mitchell

Biest
March 2014

Operating over enemy territory in Africa maybe rules for surface to air weapons could be used. FLAKs and weapons like that.

MightyScoop

March 2014

Ecthelion , do you mean to include the Hurricane Mk II rather than the Mk. I ?

MightyScoop

March 2014

When I think of the air war in Africa and the Mediterranean a few things come to mind that might warrant game changes compared to the Battle of Britain.
1. Fuel / Range limitations
2. Some mechanism to simulate the difficulty of locating and intercepting targets.

During the Battle of Britain , Dowdings system and the British radar network allowed the RAF to put fighters where they needed to be, when they were needed. This translates into "The Few" games being direct action. The GM can narrate the situation, we can easily accept that combat is likely. In the Desert and the Med, air forces did not benefit from extensive intelligence. Is it worth while to try to use this as a way to differentiate the games?

As an example of spotting/intercepting situations that the rules do not cover, in one of my Battle of Britain games several He 111's fled combat. The players wanted to attempt to track/chase them. I allowed a Soldiering roll vs 16, to spot them, then an opposed Piloting roll to intercept.

I have also allowed opposed Soldiering rolls by the Flight Leaders to determine initiative in the beginning of combat (which commander was able to get his formations into a more advantageous position.) Predefined scenarios mitigate the need for this and perhaps that is what you have in mind already.

Regarding fuel , again defined scenarios might explicitly state you have X rounds of combat before you must head back to base.

I'm just brainstorming here, the game is good as is. It's elegance is what makes it appealing, more "rules" may upset that balance.

Ecthelion

March 2014

Biest: Yep. In reality, more than 60% of all missions in North Africa were air-to-ground (or anti-ship) mission. We should probably reflect it in some way, but it is not exactly sure how (but we have some ideas).

MightyScoop: You are absolutely right about the Hurricane. It is supposed to be **Hurricane Mk IIB Trop** (tropicalised version of Mk IIB). Here should be this shooting bonus (perhaps even larger against bombers) appropriate, because it had 12 x .303 in (7.7 mm) wing mounted machine guns.

We wanted to focus on the beginning of the North Africa campaign and siege of Tobruk especially, but some friends suggested, that if we add also *Supermarine Spitfire VC (trop)* and *Fw 190 A-4/Trop.*, we would have covered basically the whole campaign (for interceptors I mean). So we are not really sure if to add them or not...

About the finding of enemies... it is important and interesting thing, we should also reflect it somehow. I see problem int he point that if you don\xb4t find the enemies... than you return back on base and nothing happened. If that happens three times in a row, well... it sucks. But i like the idea of soldiering roll to determine who goes first... maybe roll to find the enemy and whoever finds them first gets advantage? Maybe side who rolls badly is scattered and planes arrives randomly... well, we need to think about it.

We would like to keep as it simple as possible, because i think that rules for weather, wind and everything would ruin it. We need a little bit of atmospheric desert touch, but i would hate to complicate it too much...

Potemkin

March 2014

Man, I love this. I'm South East England born and raised. I spent my childhood playing around the forgotten pillboxes and runways overlooking the passes through the Weald and in the deep, wooded craters that mark where the Luftwaffe dropped the bombs not worth carrying home. War marks even the most gentle of landscapes for generations to come.

I've got access to public records and pictures here in Sussex, as well as... hm... I guess you might call it "folklore" about that time; the recollections and anecdotes about "Back in The War" that get passed on in marriages, children and village pubs. Let me know if anyone's interested in this kind of information, I had waaay to many History lessons entitled "Dunkirk and the Battle of Britain" filled with hilarious stories from these golden oldies themselves – so I feel I could share.

Either way, I'd just like to express what I nice game this seems, it has my admiration. I hope to run it sometime.

Oh, you could totally write a *Dambusters* scenario!

MightyScoop

March 2014

Potemkin do you know if the Channel coast was evacuated of civilians during the battle?

Potemkin

March 2014

No way! In fact there may have been *more* civilians in the rural South East due to the Evacuation of children from urban centres, chiefly London – although I'd have to hunt for data. Civilians often encountered crashed planes and ejected pilots coming down on parachute from both sides. Anecdotally, some Germans were lynched by hysterical mobs whereas others where tended to with great care and compassion while the police were summonsed. The country was flush with rumours of German pilots hiding out in the woods waiting to make their break to the sea, or that they had impeccable English and would ditch their uniforms and blend in.

Ideas for interacting with the people of the South Coast c.1940:
a)An acquaintance of a the player characters takes in a troubled young Evacuee from the East End which results in the blatant theft of a personal item from one or more of them.
b)The player's characters are retuning to the village for brief pint and meet a commotion in the road: two large parties argue over a scared looking German pilot; some are trying to turn him in, while others want revenge for Dunkirk and the Bombings.
c)The last battle was close to land, in fact some loose fire stuck the roof of a local village church. The particularly bullish Vicar and his shrill wife corner the player characters just when they find some quiet.

Coalhada

March 2014

> Civilians often encountered crashed planes and ejected pilots coming down on parachute from both sides. ...The country was flush with rumours of German pilots hiding out in the woods waiting to make their break to the sea.

This is how children's novel *The Machine-Gunners* starts off, if I am remembering my school reading correctly.

Ecthelion

March 2014

> Man, I love this.

Thank you very much!

> I've got access to public records and pictures here in Sussex, as well as... hm... I guess you might call it "folklore" about that time; the recollections and anecdotes about "Back in The War" that get passed on in marriages, children and village pubs. Let me know if anyone's interested in this kind of information, I had waaay to many History lessons entitled "Dunkirk and the Battle of Britain" filled with hilarious stories from these golden oldies themselves - so I feel I could share.

Absolutely! We would be much obliged!

> Potemkin do you know if the Channel coast was evacuated of civilians during the battle?

At Potemkin writes, there was no evacuation. All coastal towns and whole southern coast were full of civilians.

As *perfect* inspiration for a ordinary life in occupied England I must recommend an ITV series Foyle's War. It was one of the main influences on the game, because protagonist of the series is a Detective Chief Superintendent Christopher Foyle (Michael Kitchen) who attempts to catch criminals who are taking advantage of the confusion the war has created. He works in Hastings (so coastal town) and his son Andrew is an RAF pilot, so quiete a lot of story also covers how his son handles the war... so it really is wonderful inspiration (and source of pictures, if you need those).

Potemkin

March 2014

> occupied England

Occupied! The English are very proud of resisting Hitler (which, in a way, contributes to national reluctance to get involved in European politics - we didn't join the European Union until the 70s). Apparently Hitler was very proud of occupying the Channel Islands which technically meant he'd occupied the territory of the United Kingdom and fortified them heavily. If you go to Jersey and Guernsey today you can still see the coastal defences and bunker network built in the early years of the war by forced Slavic labour. The British government offered the Islanders chance to flee to the mainland around the time of Dunkirk but many only sent children and their elderly, choosing instead to stay in their homes and suffer their occupation with as much dignity as possible. Reportedly some Island men conducted clandestine operations to interrupt Nazi mail from the Island - there were stacks and stack of stolen letters home to Germany hidden in cellars.

What makes the Battle of Britain interesting is that it's one of the few modern conflicts on which civilian population could spectate without being in immediate danger: the buzz of engines high above, inter-crossing vapour trails

and smoke as "the Few" fought vicious aerial combat against endless German planes must've been an intense experience.

In reality the British Government didn't have much planned in case the Germans landed and certainly couldn't have conceived of a mass mobilisation of the population or a "Scorched Earth" policy like the Soviets. If the Battle of Britain had gone in favour of Germany then the South East would have been occupied and its largely unevacuated population would have fallen into German hands. True, the bridges were rigged to blow, the signposts had been taken out, passes in the hills had a token pillbox or two, a resistance network was being trained and there were tank traps outside Number 10 but it's understood that without the pilots of the RAF the Fortress Island would have succumb quickly.

There's an alternative timeline here where the PCs in The Few fail and the South East is invaded and the British Government in Exile and the Americans lunch D-Day from Northern Ireland, landing in Liverpool, Bristol and Wales with what's left of the RAF assisting the Yanks in the skies over Cardiff.

Oh, Americans! That reminds me, the social structure and number of vulnerable civilians of the South East changes as the war draws on. Many were moved out of the area as sensitive D-Day perpetrations where made and vast numbers of GIs had to be housed. As your campaign in The Few wears on you should consider adding more and more American soldiers on the ground and even pilots. The GIs were totally Alien to the rural British and cultures clashed often, even in the Armed Forces at every rank. As is characteristic of the Americans, they wanted to do things their way and not take instruction from their allies and hosts, especially not civilians. They disregarded speed limits, forgot to shut country gates, littered and walked on the grass! British feathers were thoroughly ruffled. I've been told that the British introduced the toothbrush to America through the GIs but I don't think this is true.

Let me know if these musings are interesting, there's more.

Ecthelion

March 2014

> occupied England

OMG, what bullshit have I written?! My sincere apologies, "during-the-war" was the world what I was looking for. As you correctly states, only Channel Isles were occupied by German army during WW2.

I have written and translated few articles about possibility of invasion into England (Operation Sealion). Wonderful in this field was a wargame military scenario played in 1974 on Sandhurst (short summary here and some pictures here), where referees were high ranking veterans of WW2. It shows that notwithstanding the bad shape British army was in after having been heavy mauled in northern France, without gaining air superiority or naval dominance, the invasion was doomed to fail.

> Let me know if these musings are interesting, there's more.

Absolutely! Bring it on!

Potemkin

March 2014

> I have written and translated few articles about possibility of invasion into England (Operation Sealion). Wonderful in this field was a wargame military scenario played in 1974 on Sandhurst (short summary here and some pictures here), where referees were high ranking veterans of WW2. It shows that notwithstanding the bad shape British army was in after having been heavy mauled in northern France, without gaining air superiority or naval dominance, the invasion was doomed to fail.

Wargames at Sandhurst, eh? You don't think they'd be at all biased towards the British Army at all, do you?

But seriously, I heard about this - I'll have to check it out. As with all these things, it's very difficult to make realistic predications and easy to retroactively attribute knowledge that people at the time simply couldn't have.

Something must be said for British Intelligence, which was possibly the best in the world at the time. RADAR especially was the Ace-in-the-hole and afforded the RAF a clairvoyance that baffled the Luftwaffe.

Ecthelion

March 2014

> Wargames at Sandhurst, eh? You don't think they'd be at all biased towards the British Army at all, do you?

Normally I would, but Sandhurst was only a host for the event. German players were from Germany, as were half of the umpires - General Adolf Galland (air), Admiral Friedrich Ruge (naval) and General Heinrich Trettner (land) - second half of players and umpires were British - Air Chief Marshal Christopher Foxley-Norris (Air), Rear Admiral Teddy Gueritz (naval) and Major General Glyn Gilbert (land). All were participants of Battle of Britain or Normandy landings (and Adolf Galland was German fighter ace of aces), plus they were using meteorological data never before published (so they were unknown to players). Of course it was only game, but the decision of umpires was unanimous - devastating defeat for the German invasion force. Take a look at the link, it is basically a battle report form wargame... but very interesting.

Potemkin

March 2014

Ah, I have seen this! Isn't it that the Royal Navy is incredibly successful pincering the invasion fleet in the channel?

Either way it must be recognised that without the sacrifice of the Few, the Many would have suffered terribly (which, incidentally, would be a great title for a supplement detailing Civilian and Military NPCs and relationship maps - *The Many*) - the way *Mouseguard* has a "what you fight for" section).

Ecthelion

March 2014

> Ah, I have seen this! Isn't it that the Royal Navy is incredibly successful pincering the invasion fleet in the channel?

Yep, in the game, British Destroyers and Torpedo boats cought the German barges 10 miles of the English coast and tore them to pieces (65% German barges and steamers were destroyed). After that it was only matter of time, before invasion army ran out of supplies. But British Navy in game didn\xb4t even used their battleships and carriers (British players kept those in reserve).

> Either way it must be recognised that without the sacrifice of the Few, the Many would have suffered terribly

(which, incidentally, would be a great title for a supplement detailing Civilian and Military NPCs and relationship maps – *The Many*) – the way *Mouseguard* has a "what you fight for" section).

I like it. A lot. Thanks for the idea!

Potemkin

March 2014

My pleasure! I can try dig you up some photos if you like; getting one's hands on photographs of people and crowds from the time isn't too hard.

Jason_Morningstar

March 2014

If you wanted to do a Soviet airwomen version of this, the unit to focus on would be the 586th fighter regiment, not the Night Witches. They were sister units but the 586th flew Yak-1, Yak-7b and Yak-9 fighters instead of shitty old biplane "night bombers". Three pilots in the 586th (Yekaterina Budanova, Lydia Lityvak and Olga Yamshchikova) became aces, and their stories are inspiring and (in the cases of the first two) tragic.

I am working on a stand-alone game about the Night Witches, by the way! It's almost done.

Ecthelion

March 2014

Potemkin: Photos can I hopefully manage for now (I have already obtained permission to use some wonderful photos for North African add-on form book about it), but thanks for your offer. I am more interested about that "folklore" though... it might help us to add few thing about conflicts in Base phase...

Jason_Morningstar: I am watching and admiring Night Witches from afar and I am really looking forward to read it. I must say, you have picked a really powerful and difficult theme here.

Thanks for your advice about Soviet airman. We are now focused on finishing the North African add-on first (I have managed to work on it today, so aside from few bombers are all planes prepared), but than, who knows? There are few possibilities which battleground next... Winter War, Eastern front, Pacific campaign... or another war entirely... for example version with modern aircrafts, aimed missiles and supersonic jets could be pretty interesting.

By the way... we are now testing the "Wood and dope" rule for Hurricanes... and I really like the consequences of the it. It makes the game a little bit more dramatic, which is a good thing... so I think that in next version it will surely be "official".

Potemkin

March 2014

> **Potemkin:** Photos can I hopefully manage for now (I have already obtained permission to use some wonderful photos for North African add-on form book about it), but thanks for your offer. I am more interested about that "folklore" though... it might help us to add few thing about conflicts in Base phase...

Please consider me at your disposal. I'll gladly spin ideas for *The Many* indefinitely! After all, I'm their grandchild.

> **Jason_Morningstar:** I am watching and admiring Night Witches from afar and I am really looking forward to read it. I must say, you have picked a really powerful and difficult theme here.

You know I'm going to hack both your games together soon-as, right? Love these dogfight mechanics, Ecthelion.

but I don't think Nightwitches will have any.

Ecthelion

March 2014

> Please consider me at your disposal. I'll gladly spin ideas for *The Many* indefinitely! After all, I'm their grandchild.

With little bit of delay - *really* thanks for your offer. We will certainly use your knowledge, it is too tempting opportunity to pass by. We were now busy with writing the North African Campaign add-on. We have more or less all texts together and now we have to proofread and layout it... but I am optimistic, I hope we can put it together in two or three weeks, if nothing goes wrong.

> You know I'm going to hack both your games together soon-as, right?

We would be honored!

DaveyJJ

March 2014

I've also got The Few on my desktop now and am trying to find the time to hack it and get it onto the ground with infantrymen instead of pilots. Not sure it'll work, but the foundation seems to be there to try it anyway. The Few is excellent work.

Potemkin

March 2014

> I've also got The Few on my desktop now and am trying to find the time to hack it and get it onto the ground with infantrymen instead of pilots. Not sure it'll work, but the foundation seems to be there to try it anyway. The Few is excellent work.

I'd love to do this with WWI British/German Officers on the western from a la *Journey's End/All Quiet on the Western Front.*

Ecthelion

March 2014

> I've also got The Few on my desktop now and am trying to find the time to hack it and get it onto the ground with infantrymen instead of pilots. Not sure it'll work, but the foundation seems to be there to try it anyway.

Thumbs up! That sound really interesting - Band of Brothers/Saving private Ryan.

I was thinking about some simple mini-game to determine land battles (where actions of pilots would be important - for example if they knock out Panzer, it will really help the infantry down there, if they miss, then infantrymen will be blown to smithereens) for North African Campaign... but it will probably be done for some next add-on.

> The Few is excellent work.

Thanks! We really appreciate it.

Ecthelion

April 2014

Sneak peak on two new planes from The Few add-on.

Macchi-Castoldi M.C.200AS Saetta

Main Italian interceptor of the North Africa campaign. Notwithstanding the fact, that it was very agile and pleasant to fly with, its weaponry was absolutely inadequate and it lacked engine power.

Special Rules

- The plane has 12 points of ammunition.
- It is joy to fly it, but its performance is simply not sufficient (engine is weak). It gives a -1 penalty to Piloting.
- Plane has only two machine guns \u2013 in case of a hit, player must roll one six sided dice. Enemy is damaged only on roll 3-6, if result is 1-2, than enemy plane is not damaged (caused damage is not serious enough).

Curtiss P-40 Warhawk (Tomahawk/Kittyhawk)

This American-made interceptor was very powerful in low altitudes, but was slow when flown in higher altitudes. It was therefore not suitable for European theatre, but in North Africa where planes were flying lower, it was very successful and was able to stabilise the situation, until tropicalised Spitfires were available.

Special Rules

- The aircraft has 10 points of machine-gun.
- It is very agile in lower altitudes, it gives bonus +1 to Piloting.
- In higher altitudes it is poorly to pilot, so for every altitude token it has, it gets -1 penalty to Piloting.

MightyScoop

April 2014

I'm excited about the add-on! Looks good so far.
We are only at the beginning of Adlertag (it is actually Aug 14) in my game so we have some time before Malta and the Western Desert but this is great.

Question regarding rules came up in our last session.
When being tailed , can a pilot attempt to tail the aircraft that is tailing him? I snap judgement said yes, because nothing in the rules states otherwise. We decided that it represented a gamble, perhaps a head on attack or otherwise attempting a maneuver that would not get rid of the enemy's tailing bonus (so they would have it next round) but grant the tailed a bonus if successful.
What do you think?

Ecthelion

April 2014

I'm excited about the add-on! Looks good so far.

> We are only at the beginning of Adlertag (it is actually Aug 14) in my game so we have some time before Malta and the Western Desert but this is great.

Thank you! The text of the book goes now through the proofreading and I hope it will be ready soon.

> Question regarding rules came up in our last session.
> When being tailed , can a pilot attempt to tail the aircraft that is tailing him? I snap judgement said yes, because nothing in the rules states otherwise. We decided that it represented a gamble, perhaps a head on attack or otherwise attempting a maneuver that would not get rid of the enemy's tailing bonus (so they would have it next round) but grant the tailed a bonus if successful.
> What do you think?

I was checking the rules, because I had the feeling it must be there... but it isn\xb4t.

Problem is, that if tailing the opponent that is tailing you is possible, than it would be almost always your first choice and "chasing an enemy off" has no meaning... hmm... for our purposes we have decided that it shouldn\xb4t be possible, because when someone is tailing you and is closing in on your six... tailing him in the same time would be in reality very problematic. It would be an acrobatic stunt more than anything else... but if you want to, I can imagine such a rule in your game...
Not to self - add some solution for the next version of The Few. Thanks for pointing on the problem, MightyScoop!

Potemkin

April 2014

This'll be of interest. Tonight at 21:30 GMT on BBC Radio 4 is a repeat broadcast of World War Two Hurricane pilot Eric Carter talking about his experiences on the Midweek Program. I heard it this morning and while his section's not too long it's pretty interesting!

From the BBC website:
Eric Carter is the sole survivor of 81 Squadron, a Royal Air Force fighter squadron which took part in a secret mission to the Soviet Union in June 1941. The mission, code named Force Benedict, was initiated to defend the port of Murmansk which was the country's only port not under Nazi occupation. RAF Wing 151 - comprising 81 and 154 Squadrons - had a range of objectives which included teaching Russian pilots to fly Hurricanes, escorting Russian bombers over German lines and flying numerous patrols against the Luftwaffe. Eric's book, Force Benedict, written with Antony Loveless, is published by Hodder & Stoughton.

If this isn't **GOLDDUST** for The Few campaigns, I don't know what is.

Ecthelion

April 2014

Potemkin: Very interesting! Thank you for the link. I must admit that when we were now writing down the African add-on, we had in mind also the old book *Biggles Sweeps the Desert* (or later republished as *Biggles defends the Desert*), where squadron of RAF pilots fights with their Luftwaffe counterparts deep in African desert...

All: Sneak peak on two another planes! This time it is aging Fiat Falco biplane and Messerschmitt Bf 109 in version F.

> **Fiat CR. 42 Falco**
> Although this agile biplane was an equal opponent for Gloster Gladiator, it stood no chance against more modern adversaries.

Special Rules
- The plane has 12 points of ammunition.
- Because of its exceptional agility, it gives +1 bonus to Piloting.
- *Obsolete:* This aircraft is hopelessly outdated and modern planes clearly outclass it. It uses all its special rules when fighting other obsolete aircraft. If fighting modern planes (all that do not have the Obsolete special rule) than it have -4 penalty to both Piloting and Shooting.

Messerschmitt Bf 109 F (\u201eFriedrich\u201c)
Redesigned version of main Luftwaffe interceptor with new avionics and weaponry design. Little by little, the squadrons in Africa were equipped by this new plane. They were issued preferably to squadron leaders. In hands of an experienced pilot it was a deadly weapon, but mediocre pilots struggled with this new version more than with E version.

Special rules:
- The aircraft has 8 points of ammunition for both machine guns and cannon.
- It gets +1 bonus to Piloting when trying to tail an opponent or shake him off, the Immelman or landing with the damaged plane.
- Bf 109 F has two machine guns over engine and one 20 mm cannon firing through the rotor. It always fires all weapons, regardless if it is tailing someone or not. When it hits something, roll a single six-sided dice. On roll 5-6 the it causes 2 damage instead of typical 1 (meaning it shoots down an interceptor in a single hit), on roll 1-4 it causes only 1 point of damage.

Ecthelion
April 2014

We\u2019re still working on the North African add-on. First round of English proofreading is almost finished and I will send the text to the second round to make sure there won\u2019t be too many mistakes and typos. We have written this text in English (translating of longer texts from English to Czech is much easier for me than the other way around), so I still have to translate it to Czech for the Czech version of the add-on \u2026 but well, that\u2019s the price for having more language versions of the game.

Final name of the add-on will be **The Few: African skies**.

We also want to release a \u201cPolish version\u201d of this add-on in the same time. It will be focused on the Polish Fighting Team (PFT, *Polski Zesp\xf3\u0142 My\u015bliwski*), that was fighting in North Africa instead of fighting around Tobruk and its name is **Cyrk Skalskiego** (so in English *Skalski\u2019s circus*, nickname of the unit based on the name of its commander Stanis\u0142aw Skalski, Polish fighting ace). It will be pretty much the same add-on (90% texts will be the same), but it will have one bonus interceptor (Supermarine Spitfire IX trop, which the Polish pilots were flying on) and the guys from server forum.polter.pl were so kind to translate few paragraphs of text to Polish for me, so few texts there will be both in English and Polish\u2026 so it will have also a little bit Polish feeling.

MightyScoop

April 2014

Thought I would share some images of The Few game I am running on Roll 20
imgur.com/a/ySAmf

The game started with the Channel Battles at the beginning of August, the last game took place on August 16th with RAF Tangmere (the 601st base) being destroyed by Stukas and Ju 88's. (Tangmere was up and running again in several days , but the 601 was transferred to RAF Debden.) We have played 7 times with three character deaths, and one character surviving every game. He is now nearly maxed out on piloting and gunnery stats at 6.

I have kept most of the games very close to the actual missions/engagements that the 601 was involved in but we had one deviation so far. On August 15th Rubensdorffer's elite EprGr 210 in ground attack Bf 110's bombed Croyden, the first attack on London. The 601 happened to be there and shot down Rubensdorffer rather than the 32nd squadron.

Ecthelion

May 2014

MightyScoop: Epic! We absolutely love it!

We adore how you use Roll 20 and the photos to build atmosphere... I would want to play just after checking your pictures. Your game is also extremely interesting... we love, how you use the historical background in the game. Really kudos.
Thank you for sharing, you made our day today.

Ecthelion

May 2014

Preview of African Skies cover:

MightyScoop

May 2014

Very excited about this. I used to play 1/72 scale wargames set in the North African theater and my mind has spent a lot of time pretending to be there. This game will lead me to intense research on the air war. Thanks Ecthelion.

Ecthelion

June 2014

Update from African battlefield - Czech version of African Skies is already finished and downloadable. I am still waiting for revised English text and then it will be quickly available too.

Some things I have found and can help sou with playing:

- American map of Battlefield around Tobruk in high resolution. Suitable for print on at least A1, than crumple it, pour coffee on it, than dry it and even it again... to use it on the table on which you\xb4re going to play on.

- Aerial photo of Tobruk itself from the north (from the sea).
- German airfield card of Tobruk airfield (when you use the arrows left and right, you can find another lists for the same landing strip and another airfields in the area - Germans had such cards for all available airfields in North Africa).

Ecthelion

July 2014

The Few: African Skies

\u201cTobruk - the fortress of Tobruk - which yanks any German advance on Egypt, we hold strongly. There we have repulsed many attacks, causing the enemy heavy losses and taking many prisoners. That is how the matter stands in Egypt and on the Libyan front.\u201d
Winston Churchill, 27th April 1941

African add-on for The Few is finally here! Feel free to comment!

https://www.dropbox.com/s/ojjmy8yj0omlwh5/_few_african_skies.pdf?dl=0

Ecthelion

July 2014

The Few: Cyrk Skalskiego

Jeszcze Polska nie zgin\u0119\u0142a, kiedy my \u017cyjemy.

As promised, also Polish version of desert add-on, focused on Polish Fighting Team in Africa, better known as Skalski\xb4s Circus.

https://www.dropbox.com/s/x5ytqaes3lglfhw/_few_cyrk_skalskiego.pdf?dl=0

Ecthelion

February 2015

Guys on \u201erpgforum.cz\u201c (one of largest Czech internet forums about RPG and indie) have started to reskin The Few for Star Wars setting. They are planing to use rules to recreate battles of X-Wings and TIE Fighters, while players are playing characters of rebel pilots in their fight againt evil Empire (sort of Rogue Squadron campaign).

X-Wings will have deflector shields, so they will endure more damage and pilots will be more likely to survive missions (little bit more \u201epulp\u201c and slightly less grim atmosphere than WW2) and guys are thinking about adding astromech, who would be able to help pilots with tasks (they will be for example capable of computing hyperspace jumps, so pilot can fight with X-Wing right until the jump and escape from battle\u2026 or repairing knocked down shields, helping with piloting or shooting in form of bonuses\u2026 so kinda little

minigame). We will see, it sounds interesting enough.

Coalhada

February 2015

It seems so obvious now that someone has said it!
That's a great match for *The Few*.

Ecthelion

October 2015

After a while we finished small add-on intended mainly for atmosphere building. It offers some inspiration for scenes in the Base Phase and includes a few suggestions for potential conflicts, but mostly contains contemporary materials such as posters or leaflets. We tried to create an atmosphere of wartime London \u2013 people suffering from air raids, supply shortages, the omnipresent fear of German spies and saboteurs and dark blackout nights.

You can download it here.

AlfredR

October 2015

@Ecthelion I'm very excited to see this game is still getting support! I hadn't checked in some time, and the next thing I know there's two supplements out. Very, very cool.

Just want to double check: is it "official" that the Hurricane MK I's special rules have been changed? Should we assume that he +1 to basic Shooting is dropped in favor of: "Wood and Dope: When hit by cannon fire the aircraft only takes one hit if it rolls 4-6 on a D6. A Hurricane is susceptible to fire. When it is hit for the second time, the pilot must roll a 5 or 6 to see if he survives, instead of the usual 4, 5 or 6" now?

Ecthelion

October 2015

@AlfredR Thank you! I am pretty excited to see that people are still interested in the game.

> Just want to double check: is it "official" that the Hurricane MK I's special rules have been changed? Should we assume that he +1 to basic Shooting is dropped in favor of: "Wood and Dope: When hit by cannon fire the aircraft only takes one hit if it rolls 4-6 on a D6. A Hurricane is susceptible to fire. When it is hit for the second time, the pilot must roll a 5 or 6 to see if he survives, instead of the usual 4, 5 or 6" now?

We tried this rule in few missions and it was really fun, so I would propably call it "official". I intend to change the text in next version of rulebook.

Ecthelion

October 2016

Year later, we are still playing The Few (play-by-post mostly, but still!) and I am assembling notes and issues to solve, so I can put together next version of rules.

In our last game player squadron (operating from besieged Tobruk in North Africa) were escorting bombers that were supposed to assault German convoy from Bari to Benghazi. Our \u201cGypsy\u201d squadron fought their way through enemy fighters and Blenheim bombers than sank oil tanker and damaged ammunition ship (they lost 1/3 of their numbers, but still got the job done... *Rule, Britannia! Britannia, rule the waves!*).

In Bratislava (capital of Slovakia) some guys have started to play The Few campaign in cool cthulhu-nazi-steampunk setting with flying whales and dolphins. Very exciting and awesome stuff right there!\u2003

Paul_T

October 2016

How did I miss this thread before? This looks fantastic!

Ecthelion

October 2016

> How did I miss this thread before? This looks fantastic!

Thanks, Paul! I am glad you like it!

Ecthelion

December 2016

Yesterday was an anniversary of Japanese attack on Pearl Harbor and today in 1941 Japanese forces simultaneously invaded Thailand, Malaya, Hong Kong, Shanghai International Settlement, the Philippines, and the Dutch East Indies. It is a good occasion to share what I am working on right now \u2013 it is a new add-on and campaign for The Few.

> ***Flying Tigers / \u98db\u864e\u968a***
> *"This was the beginning of the greatest adventure I would ever hope to experience. It wasn't until years later that I fully realized the magnitude and significance of this first step, to be a lifelong adventure in the mystic Far East." Erik Shilling, 3rd Squadron AVG*

This add-on for the game The Few will bring you the option of plaing as a member of Flying Tigers unit, one of brave pilots fighting on the skies of Far East against Japanese invasion army. You can find here a new enemy \u2013 Japanese Imperial Army Airforce, new airplanes that were flying in Burma and south China theatres, new missions organised in form of story campaign, new setting and new stories for your pilots.

1st American Volunteer Group (AVG), known as \u201eFlying Tigers\u201c (\u201ef\u0113i hu du\xec\u201c in Chinese) was composed of American fighter pilots, who with silent approval of an American government fought as members of Chinese airforce against Japanese agression. One hundred fighter pilots were organized in three squadrons (1st Squadron \u201eAdam & Eves\u201c, 2nd Squadron \u201ePanda Bears\u201c and 3rd Squadron \u201eHell's Angels\u201c) and were flying on american-built P-40 fighters with shark mouths painted on plane noses. They joined the fight 14 days after Japanese attack on Pearl Harbor and under command of colonel Chennault became famous during defence of Burma and southern China. Flying Tigers fought almost always against overwhelming odds, but during seven months of combat, they managed to destroy 293 enemy planes for price of 14 own pilots lost during missions. AVG was dissolved 4th of July 1942 after finishing their one-year contract. It was replaced by 23rd Fighter Group of United States Army Air Forces, which retained shark teeth nose art of their predecessors.

Tore_V

December 2016

Very new to the thread, and I'll admit I've yet to read the game (dropbox is blocked at work), but even reading these threads gave me ideas for a black box or parlour larp about pilots and their families. I think I'll call it "Dear John..."
The premise is the strain both parties are under, the possibility of dying in action, or recieving a "Dear John..."-letter from the wife/significant other, and on the other hand, the dreaded "We regret to inform you..." letter.
Deaths will be drawn at random, with a penalty for life measured through the pressures of war.

Ecthelion

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> Deaths will be drawn at random, with a penalty for life measured through the pressures of war.

I love the idea! You absolutely have to send me link when you put it together!

Tore_V

December 2016

Actually, there's a very similar game free to download called Dulce et Decorum by Troels Ken Pedersen about soldiers during the Great War, and how war erodes the human spirit. It's available in English and I'm very much planning to steal everything I can from it.

StuMc

December 2016

Hi Ecthelion,

I'd forgotten about this game!!

I have some newer friends who are total WWII nuts and we have been playing both miniatures games (Chain of Command) and RPGs (The Regiment).

Totally keen to play again.
Is the version linked on the first page still the current version?

Have you thought about sticking all of the supplements and everything in one place?

Did you ever have a go at a mechanic that means that the German Fighters may need to break for home before the fight is done due to fuel restrictions?

Thanks,
Stu.

Ecthelion

December 2016

> Actually, there's a very similar game free to download called Dulce et Decorum by Troels Ken Pedersen about soldiers during the Great War, and how war erodes the human spirit. It's available in English and I'm very much planning to steal everything I can from it.

Looks really good, I'll check it out!

> Totally keen to play again.

Hi there, StuMC! I am really glad you even consider playing again.

> Is the version linked on the first page still the current version?

Yep, I checked it right now and it appears to be the current version. I wanted to solve some issues (separate ranks and skills, update ammunition and so on) and create version 2.5, but alas I haven\u2019t found time yet.

> Have you thought about sticking all of the supplements and everything in one place?

Absolutely. It has grown from the original rules to supplement African Sky, Amongst the Many, Ground Fight (guys from Slovakia are using the rules for a ground combat) and now possibly also Flying Tigers and maybe also Star Wars (with Rogue One out, some guys thought about playing and basic rules for this supplement are also finished)\u2026 so I believe it is time to create some site, where to put all the material.

> Did you ever have a go at a mechanic that means that the German Fighters may need to break for home before the fight is done due to fuel restrictions?

I sometimes (especially when there was battle over London) used the rule that after third or fourth turn, German fighters started to roll a dice if they need to turn back (they had to turn back on roll 6 the first turn it was tested, 5-6 on second and so on).

Ecthelion

March 2017

So far was unfortunately no time to create some kind of homepage for the game (but we absolutely need to do that). Nevertheless, we have started to test Flying Tigers addon... and we're now flying first mission of the campaign (defending Rangoon against Japanese air raid on 23rd of December 1941). Should be fun.

Ecthelion

September 2017

We're now testing The Few in Star Wars setting... *Ragtag Squadron* is trying to defend damaged Mon Calamari Cruiser *Hope* against TIE Fightes and Bombers, while mechanics on cruiser are frantically trying to repair hyperdrive... and two imperial Star Destroyers are closing on to firing range...

(you can enlarge the image, it is large enough)

Jeff_Slater

September 2017

Is this a design or a new setting for**The Few** that is being playtested? Is the playtest open? Is there a way we can get it to participate in the playtest? Any more info would be appreciated :-) thanks :-)

Ecthelion

September 2017

> Jeff_Slater said:
>
> Is this a design or a new setting for**The Few** that is being playtested?

We have foundou out that The Few rules are easily adaptable into different settings - I am playing now Wh 40k adaptation (we players are Space Marines and we're kicking some Tau ass), we have tried WW1 adaptation... and this Star Wars hack is more or less something like that - we use the rules of The Few with few adapatations (in SW that means different planes/starship, rules for astrodroids and so on). So far are these new rules only in my native language (Czech), but I can translate them and put them here if you would like (there are not that many changes).

> Jeff_Slater said:
>
> Is the playtest open? Is there a way we can get it to participate in the playtest?

If you would be willing to try these new rules and play them with your players, I would be most grateful for your feedback.

We're playng this specific play-by-post scenario in Czech (ans Slovak, because there are few Slovak players... but both languages are mutually intelligible), so I am afraid it would prove a little difficult to add English-speaking players... but I had already have few inquiries about play-by-post game in English... so, if there would be interest, I can also host some scenario in Galaxy far far away... ?

---

gale_wolf

September 2017

Hi @Ecthelion - I recently found the_few.pdf and very much appreciate its simplicity and effectiveness in the system for the stories it's intended to tell. It's an awesome piece of work.

I was looking for more info and any other files, however it looks like all the dropbox links in this thread are dead now. Are the other files available anywhere?

Ecthelion

September 2017

> gale_wolf said:

> Hi @Ecthelion - I recently found the_few.pdf and very much appreciate its simplicity and effectiveness in the system for the stories it's intended to tell. It's an awesome piece of work.

Thank you very much for your kind words, they are much appretiated.

> gale_wolf said:
>
> I was looking for more info and any other files, however it looks like all the dropbox links in this thread are dead now. Are the other files available anywhere?

Yeah, unfortunately all my dropbox links went dead recently... but I will try to resolve it ASAP and let you know when they are again back online. Thanks again!

Ecthelion

September 2017

@gale_wolf Ok, all links should be back online again (I hope). I put all the links in first post of this thread, so it is easily accessible. In case something doesn't work, please let me know and I will try to fix it.

StuMC was right, we badly need some website, where all the links are sorted and clear.

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gale_wolf

September 2017

Thanks so much @Ecthelion. I've grabbed the files and am looking forward to reading them!

Ecthelion

December 2017

We're now playing The Few in the Star Wars setting on tavern-keeper. We hacked the rules a little bit... so if you want to try flying X-wing pilots in Galactic Civil War, take a look here.

(You can of course check the actual play-by-post game also if you want to)

Ecthelion

February 2018

We're at the moment looking for new players (as we are opening the third player's group) for Star Wars adaptation of The Few... so if you are interested, please just let me know.